WEREMOTHS

Changed by the Malice of the Moth

Habitat: Forest, Urban; **Treasure:** Arcana, Relics

The ancient forests of the world are stalked by the remnants of once-human beings. With giant wings and blood red eyes, they drop from the sky to feed on their fellow man. Unlike most lycanthropes, the curse associated with Weremoths is far more wicked.

Weremoth Caterpillars

Weremoth caterpillars are merely the first stage of the weremoth curse. Those afflicted still retain their memories, and have a semblance of control over their actions. Able to transform between their humanoid form, a ghastly hybrid of insect and man, as well as the form of a caterpillar the size of a person, these creatures can blend in with civilised folk when required. Many afflicted individuals at this stage of the curse fight against urges they can't possibly understand to see themselves born anew as something different, and while it is possible to avoid the progression of the curse for some time through sense of self alone, eventually, the inevitable happens.

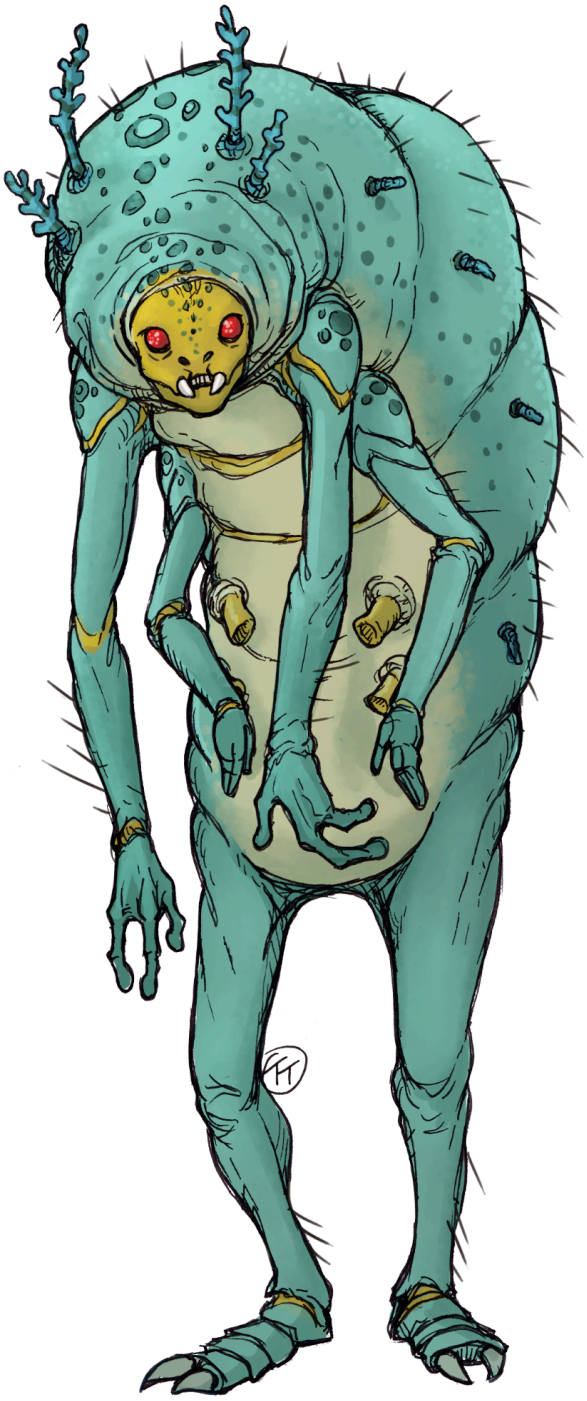
Weremoth Imagos

Imagos are the complete and realized form of the weremoth curse, in all its brutality. Unlike many lycanthropes, these creatures don't shift between multiple forms. Through the metamorphosis of their cocoon, they have become something entirely new, and it is not possible to go back. Little of the original creature's personality remains. Now, all they know is a hunger for the flesh of humanoids, and by giving in to this hunger they will gorge themselves on the dead and see the curse passed on to those strong enough to survive.

WEREMOTH CHARACTERS

If a player character is inflicted with the curse of weremoth lycanthropy, it is guaranteed to effect them the next time their Hit Points are reduced to 0, however, in severe cases they may also gain the following changes;

- They gain a +3 bonus to Armor Class while not wearing any armor.
- Their Strength score becomes 16 unless it is already higher.
- Once per night, they must succeed on a DC 15 Charisma Saving Throw, or immediately transform into a Medium caterpillar and use Cocooning as described on the Weremoth Caterpillar. If their transformation is allowed to complete, they become a Weremoth Imago under the DM's control.



Weremoth Caterpillar

Medium Humanoid (Lycanthrope), Neutral

AC 11 in humanoid form, 14 in caterpillar or hybrid form **Initiative** +1 (11)
Hit Points 39 (6d8 + 12)
Speed 30 ft., 20 ft., Climb 20 ft. (caterpillar or hybrid form only)

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 17	+3	+3	**DEX** 12	+1	+1	**CON** 14	+2	+2
INT 10	+0	+0	**WIS** 12	+1	+1	**CHA** 8	-1	-1

Skills Stealth +4, Perception +3
Resistances Bludgeoning, Piercing, and Slashing from non-silvered non-magical Attacks
Vulnerabilities Fire
Senses Darkvision 60 ft., Passive Perception 13
Languages Common
CR 2 (XP 450; PB +2)

Traits

Iron Defense (1/Day). If reduced to 0 hit points, it instead drops to 1 hit point and immediately uses Shape-Shift to transform into a Medium caterpillar and uses Cocooning. When it cocoons in this way, the cocoon requires a DC 30 Athletics check to break open, has an Armor Class of 30, and gains immunity to all damage that isn't caused by a magical silvered weapon.

Actions

Multiattack. The weremoth makes one attack with its Silk Strand and then attacks once with its Bite, or twice with its Sickle.

Bite (Caterpillar or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage.

Sickle (Humanoid or Hybrid Form Only). *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage.

Silk Strand (Caterpillar or Hybrid Form Only). *Ranged Attack Roll:* +3, range 30 ft., one creature. *Hit:* The target has the Restrained condition (escape DC 13).

Bonus Actions

Cocooning (Caterpillar Form Only). The weremoth expels a web-like silk and cocoons itself. While cocooned, it is restrained, gains 10 temporary hit points, and is immune to the Poisoned and Paralyzed conditions. The cocoon has 10 Hit Points, an Armor Class of 20, immunity to Bludgeoning, Piercing, Poison, and Psychic damage. It can be broken with a successful DC 15 Athletics check. If the Weremoth remains cocooned for a 24-hours, it emerges as a permanently transformed weremoth imago.

Shape-Shift. The weremoth shape-shifts into a Medium caterpillar-humanoid hybrid or a Medium caterpillar, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

Weremoth Imago

Medium Monstrosity (Lycanthrope), Chaotic Evil

AC 15 **Initiative** +3 (12)
Hit Points 52 (8d8 + 16)
Speed 30 ft., Climb 30 ft., Fly 60 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 17	+3	+3	**DEX** 16	+3	+3	**CON** 14	+2	+2
INT 10	+0	+0	**WIS** 12	+1	+1	**CHA** 12	+1	+1

Skills Stealth +5, Perception +5
Resistances Bludgeoning, Piercing, and Slashing from non-silvered non-magical Attacks
Vulnerabilities Fire
Senses Darkvision 120 ft., Passive Perception 15
Languages Understands Common but can't speak
CR 3 (XP 700; PB +2)

Traits

Compound Eyes. If the weremoth has Disadvantage on an attack roll, it can roll with Disadvantage twice and use the higher result.

Light Attraction. The weremoth's speed is doubled when moving towards a source of bright light that it can see within 120 ft. If a creature is holding an object emitting Bright Light, the weremoth has Advantage on attack rolls against that creature.

Ultrasonic Generation. While flying, the weremoth produces a low frequency noise in a 60 ft. emanation that disrupts the senses of other creatures. Creatures within the emanation

cannot benefit from blindsight, and have Disadvantage on attack rolls against the weremoth even if they have another sense which allows them to see.

Shield Dust. While flying, the weremoth creates a 5-foot emanation of swirling dust. *Constitution Saving Throw*: DC 12, the first time a creature moves into the emanation, or starts its turn there. *Failure*: The creature is Blinded until the end of its next turn.

Actions

Multiattack. The weremoth uses Death Glare, then makes an attack with its Bite, and 1d4 attacks with its claws.

Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. *Constitution Saving Throw*: DC 12. *Failure*: The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a Weremoth Caterpillar under the DM's control and has 10 Hit Points. *Success*: The target is immune to this weremoth's curse for 24 hours.

Claws. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 5 (1d4 + 3) Slashing damage and the weremoth gains Temporary Hit Points equal to the damage dealt.

Death Glare. *Wisdom Saving Throw*: DC 13, one creature that can see the weremoth. Failure: 5 (2d4) Psychic damage, and the target has the Frightened condition until the end of their next turn.

Scatter Dust (Recharge 5-6). *Constitution Saving Throw*: DC 12, each creature in a 15 ft. cube originating from the weremoth. *Failure*: 5 (2d4) Poison damage and the target has the Blinded condition until the end of their next turn. *Success*: Half damage and the target is not Blinded.

Bonus Actions

Grasping Claws. *Strength or Dexterity Saving Throw*: DC 13, one creature within 5 ft. of the weremoth who was hit by its Claws. *Failure*: The target is grappled (Escape DC 13).

Shape-Shift. The weremoth shape-shifts into a Medium caterpillar-humanoid hybrid or a Medium caterpillar, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.

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The Monstrous YouTube Video This Came From: ***Weremoths***

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